

WHAT I CLAIM IS:

1. A method of playing a team combat sport wherein:

each team combats one another in order to achieve an objective; and

characterised in that the teams of players combat each other within a predetermined game area using at least one hand-to-hand weapon to achieve the objective; and,

further characterised in that players retain a distinct position of initiate play having distinct positions with respect to the game area.
2. A method as claimed in claim 1 wherein the objective is to hit out a key player or key players on the opposing team.
3. A method as claimed in claim 1 wherein the objective is to hit out all of the players on the opposing team.
4. A method as claimed in any of the above claims wherein players aim to hit a target area on an opposing player wherein the target area is selected from: the whole body; the head; the torso; the upper body; the arms; the legs; the lower body; the groin; the back; at least one shoulder; a pressure pad or pads; and combinations thereof.
5. A method as claimed in any of the above claims wherein multiple rounds are played, each round being complete once the objective is achieved.
6. A method as claimed in claim 5 wherein after each round, players in each team rotate position and a new player or players become the key player or players.

7. A method as claimed in any of the above claims wherein the combat is scored using methods selected from the group consisting of:

the team that achieves the objective scores a point or points;

the team that wins the highest number rounds is the winner wherein each objective achieved is counted as one round;

the team that wins the highest number of rounds after a set period of time where as many rounds as fit into that time period are completed and wherein each objective achieved is counted as one round;

and combinations thereof.

8. A method as claimed in any of the above claims wherein, when a player is hit out by an opponent, they may not participate further.

9. A method as claimed in any of the above claims wherein if a player is hit out, that player remains idle.

10. A method as claimed in any of claims 1 to 7 wherein if a player is hit out, that player can participate again in combat after a predetermined period of time has elapsed.

11. A method as claimed in any of the above claims wherein if a player is hit incorrectly or unfairly they may continue to participate in the combat.

12. A method as claimed in any of the above claims wherein if a player is hit by a fellow team member, then the player hit is then hit out.

13. A method as claimed in any of the above claims wherein if a player hits themselves, that player is then hit out.

14. A method as claimed in any of the above claims wherein pressure pads are used for registering hits, located on or approximate to key target areas on the player including the head, shoulders and chest.
15. A method as claimed in claim 14 wherein, when a pressure point is hit, a visual and/or audio cue is emitted.
16. A method as claimed in any of the above claims wherein each team includes at least three players.
17. A method as claimed in any of the above claims wherein each team includes at least six players.
18. A method as claimed in any of the above claims wherein each team includes at least one forward player, at least one back player and at least one key player.
19. A method as claimed in any of the above claims wherein each team includes three forward players, two back players and one key player.
20. A method as claimed in claim 18 or claim 19 wherein the movement of each player is defined by their designation selected from: forward player, back player, key player.
21. A method as claimed in any of claims 18 to 20 wherein forward players may initially move only within a restricted area within the game area.
22. A method as claimed in claim 21 wherein the restricted area is a lane approximately 10 metres long and 1 metre wide.
23. A method as claimed in claim 21 or claim 22 wherein, if a forward player steps out of the restricted area before they hit out their opponent, then they are

hit out themselves.

24. A method as claimed in any of claims 21 to 23 wherein, once a forward player hits out their opposing forward player, they can then move out of the restricted area.

25. A method as claimed in any of claims 18 to 20 wherein back players may move any where within the game area however they must start at a predetermined fixed point within the game area.

26. A method as claimed in any of claims 2 to 25 wherein the key player or players have no restriction of movement within the game area.

27. A method as claimed in any of claims 18 to 20 and 25 wherein back players and the key player or key players move together as a unit unless both back players are hit out in which case the key player may move independently of the back players.

28. A method as claimed in any of the above claims wherein an automatic hit out occurs on any player if that player steps outside of the overall game area at any point of the game.

29. A method as claimed in any of the above claims wherein the weapon is a sword with a handle section and a blade section including:

(a) a central core common to both the handle and blade sections;

(b) one rounded cutting edge on the blade section;

(c) defined blade edges on the blade section;

(d) a blade cutting edge that is curved along the length of the blade section; and ,

characterised in that the rounded cutting edge is formed from a separate outer layer material which is attached to the central core.

30. A method as claimed in any of the above claims wherein hits are judged visually.

31. A method as claimed in any of the above claims wherein at least one umpire is used who are responsible for different areas of play.

32. A method as claimed in any of claims 2 to 30 wherein umpires are used to control the combat and include a central umpire and key player umpires assigned to each key player.

33. A method as claimed in claim 32 wherein the central umpire oversees combat associated between any players not directly connected with a key player.

34. A method as claimed in claim 32 wherein the key player umpires are responsible for judging combat around each key player.

35. A method as claimed in claim 32 or claim 34 wherein one key player umpire becomes senior to the other when both key players are caught up in the same action.

36. A method as claimed in any of claims 31 to 35 wherein umpires are positioned along side lines of the game area.

37. A game area for playing a team combat sport according to the method of any of claims 1 to 36 wherein the area includes:

a perimeter area;

at least two longitudinal lanes located centrally within the perimeter;

at least one positional marking behind the centrally located lane or lanes;

and wherein each team includes at least one forward player, at least one back player and at least one key player.

38. The game area of claim 37 wherein the perimeter area encompasses an area approximately the size of a standard basketball court.

39. The game area of claim 37 or claim 38 wherein the number of lanes equal the number of forward players.

40. The game area as claimed in any of claims 37 to 39 wherein the area includes a total of three lanes for three forward players on each team.

41. The game area as claimed in any of claims 37 to 40 wherein each lane is approximately 10 metres long by 1 metre wide and there is a separation of at least 1 metre between lanes.

42. The game area as claimed in any of claims 37 to 41 wherein the markings located centrally behind the lane or lanes are points at which each back player or players and each key player or players must start from at the beginning of each round wherein each round is complete once the objective is achieved.

43. A method of playing a board game using the method as claimed in any of claims 1 to 36 wherein each player controls the movements of game pieces designated as forward players, back players and key player or players.

44. The method as claimed in claim 43 wherein the success or otherwise of a hit at hitting out an opposing player's game pieces is judged using a skill test.

45. The method as claimed in claim 43 wherein the success or otherwise of a

hit at hitting out an opposing player's game pieces is judged randomly by use of a random number generator.

46. The method of claim 45 wherein the random number generator is a die or dice.

47. The method of claim 45 or claim 46 wherein look up tables are used to determine the success of an attack.

48. The method of any of claims 45 to 47 wherein if a particular number is generated that number equates to a mistake and that piece is hit out.

49. The method of any of claims 43 to 48 wherein, when a player's game piece or pieces are hit out, they are removed from the board and may not participate further.

50. The method of any of claims 43 to 49 wherein the key player game piece is distinguishable from other pieces.

51. A game board for playing a combat board game according to the method as claimed in any of claims 43 to 50 between players using game pieces wherein the board includes:

a perimeter area;

at least two longitudinal lanes located centrally within the perimeter;

at least one positional marking behind the centrally located lane or lanes;

and,

and wherein each player's game pieces include at least one forward game piece, at least one back game piece and at least one key game piece.

52. The game board of claim 51 wherein the perimeter area encompasses an area approximately the size of a standard chess board.

53. The game board of claim 51 or claim 52 wherein the number of lanes equal the number of forward players.

54. The game board as claimed in any of claims 51 to 53 wherein the area includes a total of three lanes for three forward players on each team.

55. The game board as claimed in any of claims 51 to 54 wherein the markings located centrally behind the lane or lanes are points at which each back player or players and each key player or players must start from at the beginning of each round wherein each round may be complete once the objective is achieved.

56. A game which includes:

a game board as claimed in any of claims 51 to 55; and,

playing pieces; and,

wherein the game is played in accordance with the method as claimed in any of claims 43 to 50.

57. A sword with a handle section and a blade section including:

(a) a central core common to both the handle and blade sections;

(b) one rounded cutting edge substantially along the length of the blade section;

(c) defined blade edges on the blade section;

(d) a blade cutting edge that is curved along the length of the blade

section; and,

characterised in that the rounded cutting edge is formed from a separate outer layer material which is attached to the central core.

58. The sword of claim 57 wherein the central core is flexible, able to absorb at least some of the impact of a strike on another object, and is structurally strong.

59. The sword of claim 57 or claim 58 wherein the central core is made from bamboo.

60. The sword of claim 57 or claim 58 wherein the central core is made from a synthetic material.

61. The sword of claim 57 or 58 where in the central core is made from materials selected from the group consisting of: glass fibre rod; carbon fibre rod.

62. The sword of any of claims 57 to 61 wherein the cutting edge outer layer material covers the length of the cutting edge and at least partially, the sides of the blade section.

63. The sword of any of claims 57 to 62 wherein the outer layer material is leather.

64. The sword of any of claims 57 to 62 wherein the outer layer material is a synthetic material including rubber or foam.

65. The sword of any of claims 57 to 64 wherein an air cavity is located along the cutting edge between the central core and cutting edge outer layer material.

66. The sword of any of claims 57 to 65 wherein the blade curvature is continuous along the length of the blade section.

67. The sword of any of claims 57 to 66 wherein the central core has an approximately elliptical cross section.
68. The sword of any of claims 57 to 66 wherein the central core has an approximately circular cross section.
69. The sword of any of claims 57 to 68 wherein the blade section tapers from the base at the handle to the tip.
70. The sword of claim 69 wherein the cross section tapers from approximately 25 mm in diameter at the base of the blade section to approximately 20 mm in diameter at the tip of the blade section.
71. The sword of any of claims 57 to 70 wherein the handle section is formed from a central core surrounded by the same outer layer material as the cutting edge.
72. The sword of any of claims 57 to 71 wherein the outer layer material completely surrounds the core section along the handle section of the sword.
73. The sword of any of claims 57 to 72 wherein a rubber bung is located on the base of the handle section and the tip of the blade section.
74. A method of playing a team combat sport substantially as hereinbefore described and with reference to the examples and figures 1 to 4.
75. A game area for playing a team combat sport substantially as hereinbefore described and with reference to the examples and figures 1 to 4.
76. A board game substantially as hereinbefore described and with reference to the examples and figures 1 to 4.
77. A game board for playing a team combat board game substantially as

hereinbefore described and with reference to the examples and figures 1 to 4.

78. A sword substantially as hereinbefore described and with reference to the examples and figures 5 to 8.